South Jersey Apple User's Group

Candy Apple

October 1989

Main Meeting – Oct. 20 th
LEGO/LOGO Demonstration
Voorhees Community Center – 7:30 p.m.
See Back Cover for Map

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CANDY APPLE DEADLINE for NOVEMBER: Monday, OCTOBER 30th

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PROGRAMMING
Ethel Graham   662-0870
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TECHNICAL HELP
Ed Gaugler   424-5547
Anyone willing to volunteer help in their particular area of expertise, please contact the editor.

* *
*   Club Notes   *
*   by Gus Banks   *
* *

Last month's program was **Prodigy** demonstrating their home service program for the **MAC**. This was a very good program with all the features of the **Prodigy** service being demonstrated live. You have your choice of Financial, Educa- tional, Information, Entertainment, Travel, Shopping and Communication areas. The **MAC** owners that were in attendance had the opportunity to receive free software and three months free service. Other **MAC** owners can call **1-800-822-6922 ext. 598** to take advantage of this offer. It expires 11/15/89. For the IIGS, **Prodigy** may come sometime in the future.

The program for October will be supporting **Computer Learning Month** with an educational program about **LEGO/LOGO**. Look for an article on this program elsewhere in the **Candy Apple**.

Take a look at the ads that are now in the paper. These advertisers are helping to support the club. The **Monstrmat** that is shown will be given away during the October meeting, compliments of **LIMIT ZERO**.

The club is now selling blank disks to members at our meeting. If you need disks, this is a good way to get inexpensive disks and help the club.

We are still having a membership drive. There are a lot of Apple owners out there who do not realize the advantages of belonging to an active user's group. If you know someone like this, bring them to a meeting, either the main meeting or a SIG meeting. When they join you will receive a free library disk. You will have your choice from our main disk library, SIG libraries, or a current Disk of the Month.

This month's program should be very interesting and I'm looking forward to seeing it.

See you at the meeting.

****
CLUB DISK PRICES
****

	5 1/4	3.5
Member Prices:		
Disk of the Month	$3	$4
Apple License Disk	$3	$4
Library Disk	$4	$5
Non-Member Prices:		
All Disks	$7	$7

Current membership card required for member prices.
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NEW ITEMS – BLANK DISKETTES

Blank 3 1/2 inch disks: $1.00 each w/label

Blank 5 1/4 inch disks-
in colors: $.50 each w/sleeves & labels

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MACDOWN 1.0 - MAC PICTURES ON THE APPLE II
(October Disk-Of-The-Month)
By P. Mark Wannop

The October disk of the month is a program that allows the Apple II series to display **MACpaint** programs. **MACDOWN 1.0** will do a number of things besides this as well. This is the main menu of the program:

```
EXTRACT MACBINARY
DE-COMPRESS PACKIT
MACPAINT => HIRES
VIEW FILE
PRODOS COMMANDS
QUIT
```

The primary function of the program is to display **MAC** files, so let's look at this first. When the program is loaded, you will see a "main menu", and you make selections by moving an inverse bar with the arrow keys. To display a **MAC** picture, select **"MACPAINT => HIRES"**. The program will then ask you to select from the prefix directory or online volumes. Selecting the former will read only the files on the disk that the ProDOS prefix is set for. Selecting the latter will search the available drives for ProDOS disks which may contain **MAC** files; the disknames are then shown on the screen and you select the one you want by moving the inverse bar with the arrow keys (all selections are done this way). Now that the disk is specified, all the filenames will be displayed on the right-hand side of the screen, along with some ProDOS options; for example, using "SET PREFIX HERE", you can set that disk as the prefix disk if you want - this is helpful if you wish to do several operations on that particular disk. When the filenames are shown on the screen, you can select the one you wish to view; if the disk has more filenames than will show on the screen, moving the inverse bar down will scroll the list. Pressing <RETURN> will cause the file to load; this will take a few moments, since **MACpaint** files can be a bit large. Then you get another menu, which looks like this:

```
VIEW PAGE (1/4 SIZE)
VIEW SCREEN
SAVE SCREEN TO DISK
```

The first option to go to is "VIEW PAGE (1/4 SIZE)." A **MACpaint** picture is too large to be displayed in any detail on the Apple II screen; this option displays the full picture, but the resolution is poor. However, this option has movable brackets on the horizontal and vertical sides, and these are moved either by the arrow keys or by the I, J, K, and M keys; this selects the portion of the page that will be shown in the "VIEW SCREEN" option. (NOTE: we discovered at the Classic Apple SIG meeting that the II+ and Franklin 1000 or 1200 require that a joystick or paddles be connected to the machine for this function to work correctly; this is because the fire buttons take the place of the Open and Closed Apple keys of the IIe, IIC, and IIgs. Pressing the buttons serve the same function in this program as the Apple keys; however, without the joystick plugged in the brackets will not move properly. The joystick lever itself has no function, however.)

Now that you've selected which portion of the page you wish to view in detail, press <RETURN> and then select "VIEW SCREEN." You will then see a hi-res screen of that portion of the MACpaint picture. You can scroll through the MACpaint page using the arrow or I, J, K, and M keys, but this is very s-l-o-w, especially vertically. To move quicker, press the Open and Closed Apple keys (or joystick buttons) or go to the "VIEW PAGE (1/4 SIZE)" option and reset the brackets. Press <RETURN> to return to the menu.

The third option "SAVE SCREEN TO DISK" saves that portion currently chosen for the "VIEW SCREEN" option to disk in a BIN hi-res picture file; this file can later be loaded into one of your hi-res pages from BASIC. The screens are saved with the filenames HIRES.A, HIRES.B, HIRES.C and so forth; the extension automatically increments as you save. Be sure that you have used the "SET PREFIX DIRECTORY" option to the disk that you want to save to. (You can alter the filenames to something meaningful to you with the "PRODOS COMMANDS" option of the main menu or with Copy II Plus.)

Pressing ESC will get you back to the main menu; ESC is pretty much a safety valve throughout the program.

The other options of the main menu are also interesting and potentially useful. I'm not sure what "EXTRACT MACBINARY" does, but my best guess is that it decompresses MACpaint pictures packed with a MAC packing program. "DE-COMPRESS PACKIT" will decompress pictures packed with PACKIT (obviously). "VIEW FILE" is a curious addition; it will display the contents of a disk file on the screen in either text (ASCII) or hexidecimal format (it doesn't, as you might assume, view pictures). You can use MACDOWN as a text file reader with this option. "PRODOS COMMANDS" allows you to lock, unlock, rename, or delete files. "QUIT" executes a ProDOS "BYE" command.

The only thing that the program doesn't do is send the pictures to the printer. A full MACpaint page would just about fill a sheet of paper if it were to be printed. Of course, you can save a MACpaint picture as a set of hi-res files, dump those to your printer from BASIC, and physically cut-and-paste (i.e. scissors and rubber cement) to make a full-page picture.

A MACpaint picture viewer needs some MACpaint files to view, so we put some on the disk. Side one (along with ProDOS and MACDOWN.SYSTEM) includes six pictures: CLIP7.MAC (various small pictures on one page); LOCOMOTIVES.MAC (four steamers); GARFIELD.MAC; CLIPART.MAC (more small pictures); OWLCHAIR.MAC (Picasso drawing); and OPUS1.MAC (the penguin).

Side two has nine files: BEATLE.MAC (the Fab Four circa 1964); MILO.MAC (Bloom Co. character); OPUS2.MAC (another penguin); BERNARD.MAC (a saint bernard dog); BIKINI.MAC (rated PG-13...); DRAGON.MAC; GEISHA.MAC (japanese style drawing); M190SL.MAC (a car); and BOW.MAC (Conan the Barbarian holding a bow, with a clinging young woman).

As I acquire more **MACpaint** files there will be disks of pictures available; I'm getting several of them by way of a TI club (!) and I'll upload them as I get them to our AppleLine BBS (and if anyone else wants to upload **MACpaint** files to the AppleLine, it will add to the collection!).

I would suggest, if you have two or more drives, that you copy side two to a new disk as this program will utilize all available drives. (Incidently, my copy drive allows me to copy on unnotched disks - there will be a "side two" on this disk even if there is only one notch; this is also true on the Appleworks DOMs.)

One more point: the version on the DOM is MACDOWN 1.0; if you see a version anywhere titled MACDOWN 1.1, avoid it like the plague (pun intended). MACDOWN 1.1 has a computer virus in it, and you don't want it. The version we have here, **MACDOWN 1.0, is VIRUS FREE**, clean, and healthy; it's a shame that certain idiots will pick on a good program like this and put their little "joke" in it...

For those of you who are not on the **SJAUG** bulletin board, **AppleLine**, the September issue of **Candy Apple** gave you your first look at the trivia board run by our own "Uncle Bruno." As promised, here are the answers...check your September CA for the questions!

THE BEST OF UNCLE BRUNO
Master of Trivia on SJAUG AppleLine

1) The mysterious man with the money was J. Beresford Tipton.

2) The man with the check was Michael Anthony.

3) The ghost dog was "Neil"; he was played by "Buck." In this adaptation of author Thorne Smith's novel, George and Marion Kirby were killed in a skiing accident, along with Neil. (This was not so in the novel; also, Neil was created for the TV version.) Neil was noted for lapping up martinis...

4) Bless my collarbutton, but the eccentric old gentleman was Mr. Wakefield Damon! He met Tom in the first volumn of the series, "Tom Swift and his Motor Cycle" when Mr. Damon's motorcycle went out of control and attempted to climb a tree with the old man on it. He swore off motorcycling, but made a friend of Tom (selling him the motorcycle) and, bless my pocket-watch, wound up on much more risky adventures!

5) This was the brainchild of humorist/recording artist/adman Stan Freberg. Among Stan's other commercials are the Jeno Pizza Roll series, and the "Great American Soup" commercial featuring dancer Ann Miller in a 60 second extravaganza.

6) This underrated genius was Nikola Tesla, who deserves more fame and was a very interesting character. He refused the Nobel Prize, for example, and frightened neighbors with a huge Tesla coil in his yard (the high-voltage coil in a standard auto ignition is a Tesla coil) with which he could make lightning-like effects. He claimed that with big enough coils, properly tuned, he could split the Earth (which probably didn't help the neighbors state-of-mind any).

7) The big man was William Howard Taft. They installed a bigger tub...

8) Herbert Kaughry, a very underrated performer!

9) Well, the full title was "President of the United States in Congress Assembled"; John Hanson was elected thus on November 5, 1781. His term was one year. Under Hanson's administration the first Post Office and first Cabinet (Franklin was Secretary of State) was formed. Hanson was apparently a colorless man, as little other info has survived on him. He died about a year after leaving office.

10) There were SEVEN Presidents before the "first"... They were: 1) John Hanson; 2) Elias Boudinot; 3) Thomas Mifflin; 4) Richard Henry Lee; 5) Nathaniel Gorham; 6) Arthur St. Clair; and 7) Cyrus Griffin. All had one year terms. It is a bit of a shame that these men are largely forgotten, not even being mentioned in many American history texts; it is, of course, a result of the near-deification of Washington that took place after the revolution.

TECHNICAL TUTOR: GETTING COMFORTABLE WITH PRODOS
By Ethel Graham

Find a disk with Basic.System on it and get into **BASIC**. My favorite is **Diversi-Dos** because it is a quick way to get into **BASIC**. Another method is to format a new disk, copy ProDos (make sure it is a recent version) and **BASIC.SYSTEM** to the disk. Now you have a bootable disk.

Put any disk in the drive and type **CAT**. If you have a 3.5 and a 5.25 drive you can type **CAT,S5** or **CAT,S6** to read each drive. Try a **Print Shop GS** disk, if you have one, or another popular program. The command **CAT** on Print Shop GS gives me **THE.PRINT.SHOP** as the volume and a list of mostly binary programs. I notice that **STUFF** is a **DIR** file, which means that I can catalog that and get more programs. I type **CAT STUFF** and I get a catalog of the stuff on the **DIR STUFF**. If I type **CAT** again it reverts to the root directory catalog. Now I type **PREFIX STUFF** and it will set the prefix so that each time I type CAT I get a catalog of the directory **STUFF**. How do I go back to the original volume catalog? Just type **PREFIX/** and it reverts back.

This technique is helpful not just for snooping around on all of those programs such as **Multiscribe**, **Appleworks**, etc. but it allows you to run a program from the catalog without a launcher. One of my disks is named **LINK**. A subdirectory is named **UPLOAD**. If I type **PREFIX UPLOAD** it enables me to run files from the subdirectory. Here's the procedure:

1. Get into **BASIC**.
2. Catalog a disk to find the program you want to run.
3. If it is in a sub-directory type **PREFIX UPLOAD** or whatever.
4. Then you can type -Shape.scanner or whatever your program is called. (-is the "smart run" command and will run **BAS** or **BIN** programs and sometimes **SYS** programs.)

PRINT SHOP D.O.M FOR OCTOBER
By P. Mark Wannop

Aloha! Why the island greeting? Because the **SJAUG Print Shop Graphics Disk #6** (alias BRCC H-18, for those who may have picked it up elsewhere), has a lot of Hawaiian graphics on it - summer returning in autumn! Here you'll find Diamond Head, a Hula Girl, several Palm Tree graphics, some Hawaiian fish, a Surfer, Hawaii Flag, and a Hawaii state outline. Of course, there are other things as well, including Santa, Holly, and Xmas Mouse, plus the Space Shuttle, Dragon2, a couple of horses, and a Crockpot! (How's THAT for variety?)

There're lots of other nice little pictures on the disk (70 total); have a look at the printout in the P.S. catalog at the meeting! (In fact, I have a suspicion - based on past issues - that you may find several of these printed right here in the Candy Apple...)


Computers in Education
by Carol De Cuzzi

At our October meeting, a representative from **LEGO TC LOGO**, Gary Stager, will be here to give a demo/ presentation. The following is some background information on the subject.

In the best tradition of Piaget and Papert, **LEGO** educational systems offer children of all ages and abilities a stimulating system of understanding concepts related to science, math and technology. With these materials all students can become scientists, mathematicians and inventors. The **LEGO** educational system takes learning a step farther than the two dimensional "pencil and paper" approach. Students using any of the sets, available from the company, are given the opportunity to build, test and modify working models of scientific and technological principles.

Learning by doing transforms theoretical knowledge to applied knowledge and allows the child to claim "ownership" of that knowledge. "Hands on" cooperative group projects are not only effective in demonstrating concepts, but also serve to develop each student's communication skills as he or she works within the study group. This three dimensional teaching method stimulates children to investigate endless creative possibilities. **LEGO** offers teacher's guides and activity cards within the School Project Set, the Technic I and II Sets. However, the best sets that **LEGO** offers are the **LEGO TC LOGO** Technic Control 0, I and II kits.

LEGO and **LOGO** are alike in many ways. Each is a playful construction set that gives children freedom to explore, to create and to build. In one case, the building blocks are **LEGO** bricks; in the other case, the building blocks are **LOGO** procedures. What do children learn from these building experiences? For one thing, they develop certain skills that can be called "project management". That is, they develop a sense of how to plan and execute a complex project. Beyond these general skills, children can learn quite specific principles of science, design, mathematics and engineering. As powerful as **LEGO** and **LOGO** are individually, they become much more powerfull when joined together. As children write **LOGO** programs to control their **LEGO** constructions, they come in contact with new ideas such as sensors and feedback. The two systems reinforce each other: when children have two good examples of a general principle, they are much more likely to recognize that there is a general principle at work. Joined together, the powerful elements of **LEGO** and **LOGO** create one of the richest environments yet for children to explore. The possibilities are as unlimited as a child's imagination. All the equipment is available to build anything from an operational conveyor belt, a washing machine or a traffic light to cars which follow lines on paper or turtles which will draw lines or figures on paper. This is a really exciting environment, challenging to adults and children alike. Come visit, I think you will be equally excited. Gary does a great job of showing the many possiblities and has many projects that he will show. Hopefully we will have time for some hands-on time at the end of the meeting.

HAWAII   HAWAII   MAUI
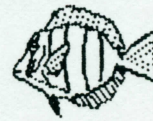
VIRUS.ALERT - A SPECIAL D.O.M.
By P. Mark Wannop

We will be offering a special **Disk of the Month** at a special price on the subject of computer viruses that attack ProDOS SYS files. The disk will contain two programs that can be used to check your disks for "infection" plus two text files that were posted on the SuperTac section of our South Jersey AppleLine BBS. The disk will also have the **DOGPAW** text file reader plus the **DOGPAW.DOC** file.

At the last Classic Apple meeting we had a look at a nasty little thing called **"Festering Hate."** This is a "virus" program that can spread through your ProDOS disk collection if an infected file gets loose. Certain programs have been uploaded to BBS's with this virus in it, including **MACDOWN 1.1.** (Note that the **MACDOWN 1.0**, the current regular D.O.M., is clean - virus free. There seems to be no difference between 1.0 and 1.1 except for the virus; we suspect that the .1 was added by the jerks who added the virus to the program. If you see **MACDOWN 1.1** anywhere, **leave it alone.**)

There is one tell-tale symptom of a SYS file that has been infected with "Festering Hate"; as it is booted, it will search ALL drives connected to your computer - 5 1/4", 3 1/2" or hard drives. This is when it does its dirty work. **IF YOU SEE A PROGRAM ACCESSING ALL OF YOUR DRIVES ONE AFTER ANOTHER ON BOOTUP, IT IS SUSPECT - ISOLATE IT!** It spreads itself at this time in a random fashion, writing copies of itself to SYS files; it doesn't do this every time, having some sort of random factor in it.

After an infected SYS file is booted roughly 25 times (again, there is a random factor) suddenly all your drives will be accessed a second time at bootup at which time the directories of any disks in your system will be destroyed, rendering them unreadable. A graphic will scroll up with the "Festering Hate" logo. A second screen will then appear stating that you have "Festering Hate" in your library and probably nothing else.

Obviously, you don't want this to happen to you. There are a few steps you can take to avoid this. First of all, when you get a new program, make sure that there are no other disks in your drives when you boot it, and if you have a hard drive be sure it is off. Watch your drives as it boots; if all drives are accessed in rotation at bootup, watch out - the program is suspect. Keep it isolated. Use a virus detection program to check your disk (and any other that may have been accidently on-line if you booted a suspect disk). Both **VIRUS.SCANNER** and **CYBERFIND.1.1** (on the disk and on our BBS) are excellent for this purpose. If a virus is detected on one of your disks, erase the file that has it, and use a clean copy from your backup (you DO have backups, don't you?). The virus only attacks SYS type files, and therefore only ProDOS disks are prone to infection. Of course, if it goes as far as to get to the directory destruction part, it'll mess up any disk.

This is only meant to alert our members that these things are in existance; for a much more detailed discussion of "Festering Hate" and similar programs, check out the text files on this disk or in the Telecommunications Directory of SuperTac on the AppleLine BBS.

The truly sad thing about "Festering Hate" is that somebody put an awful lot of time and effort into creating the darn thing; the person who wrote it has some programming talent. Too bad that the person is obviously very sick...
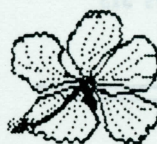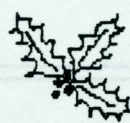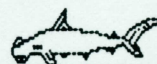

HULA GIRL   HUMUHUMU   SURFER   PALM TREES

HIBISCUS   HOLLY   HAMMERHEAD   PALM TREE

FILE TYPES..FOR FUTURE REFERENCE
By Ethel Graham

Keep this list of file types for future reference; better yet, hang it on the wall with all of the other stuff.

This is a list of all of the file types as listed in **File Attribute Zapper II**, a.k.a. **FAZ.II**, by Bruce A. Mah. Some of the more rare types like Apple III files have been omitted to save space.

The second number is the file attribute number.

$00	$0000	UNK	Typeless file
$01	$0000	BAD	Bad block file
$04	$0000	TXT	Standard ASCII text file
$06	$0000	BIN	Standard binary file
$07	$0000	FNT	Apple III font file
$08	$0000	FOT	ProDOS / SOS graphics screen
$08	$4000	FOT	Packed Apple II hi-res graphics screen
$08	$4001	FOT	Packed Apple II double hi-res screen
$19	$0000	ADB	Appleworks database file
$1A	$0000	AWP	Appleworks wordprocessor file
$1B	$0000	ASP	Appleworks spreadsheet file
$50	$8010		Word processor file (Appleworks GS)
$51	$8010		Spreadsheet file (Appleworks GS)
$52	$8010		Database file (Appleworks GS)
$52	$8011		Database file (Appleworks GS template)
$53	$8010		Object-oriented graphics file (Appleworks GS)
$54	$8010		Desktop publishing file (Appleworks GS)
$54	$DD3E		Desktop publishing file (Medley)
$60	$0000	PRE	PC Transporter ProDOS pre-boot driver
$6B	$0000	BIO	PC Transporter BIOS and drivers
$6D	$0000	DRV	PC Transporter device driver
$6F	$0000	HDV	PC Transporter MS-DOS hard disk file
$B0	$0001	SRC	APW source file (text file)
$B1	$0000	OBJ	APW object file
$B2	$0000	LIB	APW library file
$B3	$0000	S16	GS/OS /ProDOS 16 system file
$B4	$0000	RTL	GS/OS /ProDOS 16 run-time library
$B5	$0000	EXE	GS/OS /ProDOS 16 shell application
$B8	$0000	NDA	Apple IIgs New Desk Accessory
$B9	$0000	CDA	Apple IIgs Classic Desk Accessory
$BA	$0000	TOL	Apple IIgs disk-based toolset
$BB	$0000	DRV	Apple IIgs device driver
$BB	$0001	DRV	Apple IIgs printer driver
$BD	$0000		GS/OS File System Translator
$C0	$0000	PNT	Compressed super hi-res picture (Paintworks 1.0)
$C0	$0001	PNT	Compressed super hi-res picture (PackBytes/Eagle)
$C0	$0002	PNT	Compressed super hi-res picture (Apple Preferred)
$C0	$0003	PNT	Compressed super hi-res picture (packed pict)
$C1	$0000	PIC	Uncompressed super hi-res image
$C1	$0001	PIC	Uncompressed Quickdraw II picture
$C2	$0000	ANI	Paintworks animation file
$C3	$0000	PAL	Paintworks palette file
$C8	$0000	FON	IIgs font file
$C9	$0000	FND	IIgs Finder data file
$CA	$0000	ICN	IIgs Finder icon file
$CD	$0000	CDS	ACE-compressed sound file
$D0	$0000	MS	Multiscribe 3.0 file
$D5	$0001		Music sequence file (Music Construction Set)
$D5	$8002		Music sequence file (Diversi-Tune)
$D6	$0000		Instrument file (Music Construction Set)
$D6	$8002		Instrument file (Diversi-Tune)
$D7	$0000		MIDI file (generic)
$DF	$0000	DEV	COMMAND.COM device config/driver file
$E0	$0000	LBR	Telecommunications library file (Apple LIbrary Utility)
$E0	$8001	LBR	Telecommunications

To be continued....

In Tongues
by W M Carey

Last month I discussed the Memory Mapping chip used in the latest Macs (and in the Apple GS, I believe), which permits several programs to appear to run simultaneously.

This month we'll discuss another memory chip which, although not used yet, will in the future allow a Mac (and perhaps the GS) to have as much RAM as it needs, limited only by the available space on the disk.

As you know, as the Macs and other Personal Computers began migrating into the world of commerce, one of the first discoveries made was that the machines didn't have enough memory. Users who were used to cubic yards of RAM on main frames simply couldn't live with a machine that had 'only' 1 megabyte of on-line memory.

The first solution to the problem was to write programs such as spread sheets and data bases so that they would 'overlay' themselves. When a program detected that it was about to run out of memory, it would select some portion of itself that hadn't been used recently and expand into that area. If that area contained data, the data would first be saved to a scratch area on disk.

This solution worked fine as a patch, but it didn't solve the whole problem. First of all, programs that hadn't been written with overlay capabilities still couldn't be used unless much more memory was added to the machine. And secondly, (remember last month's discussion), overlay capability in a multi-programming environment would be a nightmare to program and would slow down operations unacceptably.

The solution: stay with overlays, but have the logic performed in hardware. Thus a new chip was introduced.

The PPMU (Program Paged Memory Unit), working with the Memory Management chip discussed last month, does all the logic of swapping out memory with disk. When it detects that a section of memory is about to overflow, it writes the data in that section out to disk, making that section available to the operating program. (Actually, several buffers are involved so that the swap takes place while the program is still running, but the details are unnecessary here.)

As a result, the computer appears to have a RAM memory as big as the available space on the disc, which can be many megabytes.

As graphics become a larger and larger part of life for computers, memory requirements are going to skyrocket. In a previous column I pointed out that, to represent 256 colors on an Apple screen would require a memory of over 20,000 bytes. On a standard Mac screen, that number becomes a hundred thousand bytes. Now add animation, where the picture changes many times a second, and the RAM requirements become astronomical. So even the largest mainframe will have to employ Paged Memory Management in the near future. The newer Macs have the hardware now, and will be getting an OS that supports that hardware in the next year or so.

October AppleWorks
Disk-of-the-Month
Mike Wogan

The **AppleWorks** disk for October is a collection of utility programs, garnered from the **TAWUG** series. It comes on a two-sided disk. Some of the files can be read with A.W., but many of them are BASIC, BIN, or SYS files. That is, they are programs you run. There are three programs for squeezing/unsqueezing files. The calendar maker program creates and prints a calendar to screen or printer.

Several programs will read the directory from a disk and print it. Some print it to the screen or printer, but others will print it to disk. Later, the catalog can be brought into the A.W. database program and searched/sorted, etc. Another catalog program will print a tree-structured catalog to screen or printer. This can be used to find the pathname to a particular file.

One program will patch A.W. 2.0 (no earlier) to load faster. There is a disk track read/editor. There are two menu programs that allow you to select which program to run with a single key-press. One of them also adds the "type" (read anything) command to ProDOS. Another program also adds commands to ProDOS, including TYPE, PRINT, DATE, TIME, SETINFO (change file type attributes), CMD (execute and nstall an external command file), and COPY commands. There is a program which will format disks and mark all the bad blocks, a utility to change file type designation, a copy program to copy unidisk 3.5" disks, and one to transfer DOS 3.3 files in drive 2 to a ProDOS text file in drive 1. One utility will add carriage returns to every line of an A.W. text file, which may be useful for posting a file to a bulletin board. Another program creates text files from BASIC or binary files.

There are instructions for how to recover from an A.W. crash, instructions showing how to use A.W. database files in BASIC programs, and a program that will read an A.W. database file and printing 2- 3- or 5-column listings on the printer, on either standard or wide paper.

Most of the programs come with a TXT file which explains how it works. This is a set of utilities I'm sure you'll find useful in a variety of situations. Next month (in November), we'll celebrate Computer Learning Month a month late and have a disk full of AppleWorks tips, techniques, and tutorials. We can all learn something new about how to use **AppleWorks**.
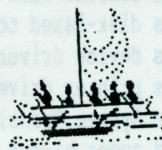
LOVE OUTRIGGER PIERCED HEART DRAGON2

MENPACHI MAHIMAHI PAPIO MARLIN

MINI-BITS
By Wanda Bullion, Editor

In the September issue of **NEA Today** there was a very brief mention of a national bulletin board run by the National Education Association for members only. Unfortunately, the telephone number given was incorrect. For those of you who are members, the correct number is **1-800-541-0816**. It is often busy, but it is free and worth trying if you qualify.

For those of you who may have **AppleLink** and have not signed on recently, it is no longer **AppleLink**, it is now **America Online**. If you are a current subscriber, you should be receiving notice in the mail and new software. Instead of the yearly $35 fee, there is now a monthly fee of $5.95 which will include 1-hour online evening/weekend time. Daytime rates will be $8.00/hr. and evening/ weekend rates will be $4.00/hr. Provided you log on for at least one evening hour, your monthly fee amounts to $1.95 (since 1 hour is included) so you are then paying about $24 yearly, a little less than before. You may want to consider logging on to check out what's new.

In recognition of **Computer Learning Month**, I offer the following product description downloaded from **America Online**. It sounds like a product educators may want to investigate.

StoryWorks

Imagine being able to use the **AppleWorks** word processor to create on-screen quizzes and tutorials complete with sound effects. Think of how convenient it would be if you could have your students use these **AppleWorks** files and let the computer score their work and tell them (or you) how they did. Wouldn't it be fun to have your students create and read on-screen "twist-a-plot" adventures, adventures that feature students from your class in the main roles? Now you can do this and much more with a new software package from **TI&IE**!

StoryWorks permits you to use the **AppleWorks** word processor to create your own classroom software. Now you won't have to hope some software pacakge fits your students' needs and your curriculum. Even the computer novice can create his or her own customized software using **AppleWorks**. The software you create is saved as an **AppleWorks** word processor file. The **StoryWorks** program disk is then used to read this file (in either 80 or 30 column mode), activate the segment transfers, and sound effects (**StoryWorks** may be silenced if the user wishes) and, if you wish, keep score.

This means you can use **AppleWorks** to create "knowledge base" files. As a student reads one article and finds a topic of interest, a simple keystroke will take him/her to additional information about that topic. A history teacher, for example, could create a file dealing with the Great Depression. As the student reads through the file, "buttons" (keys or the mouse) may be pressed to take him/her to a related segment which might provide in-depth information on Herbert Hoover, Apple Annies, or Black

Tuesday. The same process can be used to take the student to an index or set of questions. Any number of transfers may be made and the student can always move back to the original document with the press of a key.

Classroom teachers will find that **StoryWorks** opens an entire new world of applications for creative writing. Programmed instruction, lesson plans, seating charts and student records can all take on new dimensions using StoryWorks. Librarians can prepare AppleWorks files which list books according to certain categories. Students can then select a category with a single keystroke and be taken to either a sub-category or a book list. They might then select a book and be shown card catalog information or actually see a brief report written by a student who has already read the book! Administrators will also find **StoryWorks** adds significant power to their **AppleWorks** applications. Office files can be created connecting student names with teacher notes or health information. Any application where branching or alternatives is inherent will lend itself to use with **StoryWorks**.

StoryWorks was written by Robert C. Moore, a senior engineer at the Johns Hopkins University Applied Physics Laboratory. The **StoryWorks** publisher, **Teachers' Idea and Information Exchange**, will be distributing numerous **StoryWorks** files (stacks) on the monthly **TI&IE** disks. Special disks consisting entirely of **StoryWorks** stacks are in the planning stages. **StoryWorks** owners will also be sharing **StoryWorks** stacks through **AppleLink**.

StoryWorks requires an Apple II+, IIe, IIc, or IIgs (that's right, we didn't forget II+ owners) with at least 64K memory and one disk drive. **StoryWorks** comes on a 5.25 inch disk. The program is sold with a limited site license allowing teachers to make multiple copies for use in their own classrooms. Building and district licenses are available. The program comes complete with manual, quick reference card and copyable **StoryWorks** "flow charts", and sample stacks. Available after September 1, 1989 from **TI&IE**, Dept. AL, P.O. Box 6229, Lincoln NE 68506. (402)-483-6987 Cost: $49.95. Advance orders now being accepted.

Here are 10 good reasons why you should own a Monstrmat:

1 **New larger size.** (30" x 22") Turns your entire work area into an ideal surface for mouse movement. No more running off the edges of the mousepad.

2 **New Material.** The Monstrmat is made of a hard plastic foam that provides the ideal amount of traction for intricate graphics work.

3 **Closed Cell.** If you need to clean up a coffee spill or wash the surface of your Monstrmat, you will be glad to know this improved material cannot absorb liquids. If you spill on a Monstrmat, you can just wipe the surface dry with a cloth, there is no sponge effect like ordinary mousepads.

4 **Keeps Mouse Clean.** The Monstrmat was designed to replace neoprene rubber mousepads that decompose and clog the inside of your mouse. The durable plastic surface of a Monstrmat will never decompose and gum up the rollers inside your mouse. And since the Monstrmat is the only pad that can be cleaned without worry, your mouse can stay clean too.

5 **Keeps Keyboard Stationary.** When you place your keyboard and your computer on the Monstrmat, the first thing you notice is that your keyboard is happier and no longer slips or slides around on the desktop.

6 **Cleans Easily.** The Monstrmat is not picky about what kind of cleaning solution you use. Use your favorite cleaning method. In fact, the material is so durable that it can be cleaned with solvents as harsh as Acetone without damaging the Monstrmat (Don't try to clean your old rubber mousepads, they decompose when exposed to most cleaning agents).

7 **One Size Fits All.** Only the Monstrmat is large enough to allow custom trimming for any size or shape desk. The material is easily trimmed with a razor or scissors. Most desks are the perfect size for a Monstrmat, but if you need a custom shape, we made it easy for you.

8 **Helps With Static.** There is no nylon laminate on the Monstrmat to collect static electricity. Since your computer and Keyboard will be resting on a surface that resists static electricity, you won't have to ground your mousepad to keep the static off of it.

9 **Never Lost.** You won't have to worry about someone borrowing your mousepad and forgetting to return it. The Monstrmat is protected from borrowers by the computer and keyboard that sit on top of it, it will always be there when you need it.

10 **Doubles As A Deskpad.** The surface of the Monstrmat is firm enough to put your paperwork on, and start writing. Your entire desktop will instantly have a more organized look, and when you start working on your computer, you will feel more organized.
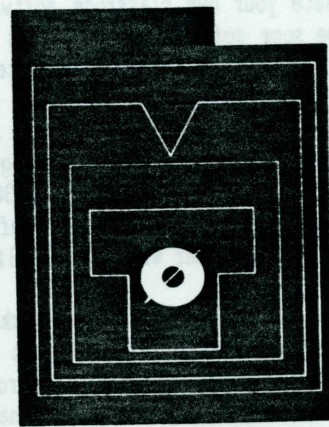
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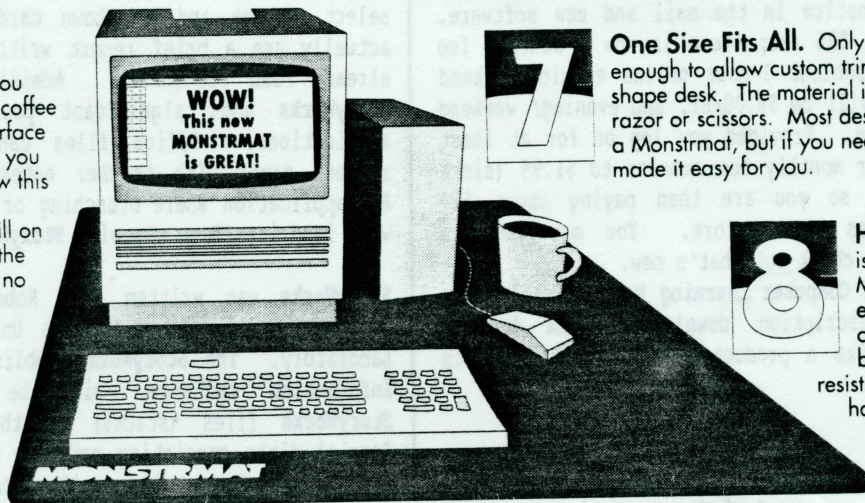
MONSTRMAT

Here's a good place to buy a Monstrmat:

Members— Come to the Main Meeting on October 20th for a chance to WIN one!

Door Prize Courtesy of LIMIT ZERO!

$29.95

LIMIT ZERO
ray wallenthin
380 Camino de Estrella, Suite 199
San Clemente, CA 92672
Phone 714/361-2661
FAX 714/492-8319

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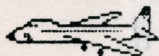
AIRPLANE   APPLE BYTE   APPLE DISK   APPLE IIE   APPLE1   CADUCEUS   CAREBEAR   CYCLIST TILE

SJAUG MEETINGS FOR OCTOBER:

SJAUG Board Meeting: Friday, Oct. 13th- Mike Wogan's house - 7:30 p.m.

Main Meeting: Friday, Oct. 20th - Voorhees Community Center - 7:30 p.m.

IIGS Sig: Wednesday, Oct. 25th - 7:30 p.m. Call Bob Bobik for details: 778-2105.

Beginners' Mac SIG: Not meeting. This SIG is on hold for the time being; however, Ed Gaugler will be glad to answer questions or help new users on a case-by-case basis. You can contact him at 424-5547.

Classic Apple SIG: Meets Thursday, October 26th - 7:30 p.m. - Topic: Edit.Pro demonstration (The Sept. DOM). If time permits, a look at some RLE/GIF displays. Place: Mike Wogan's House. Call Mike for directions: 854-6445.
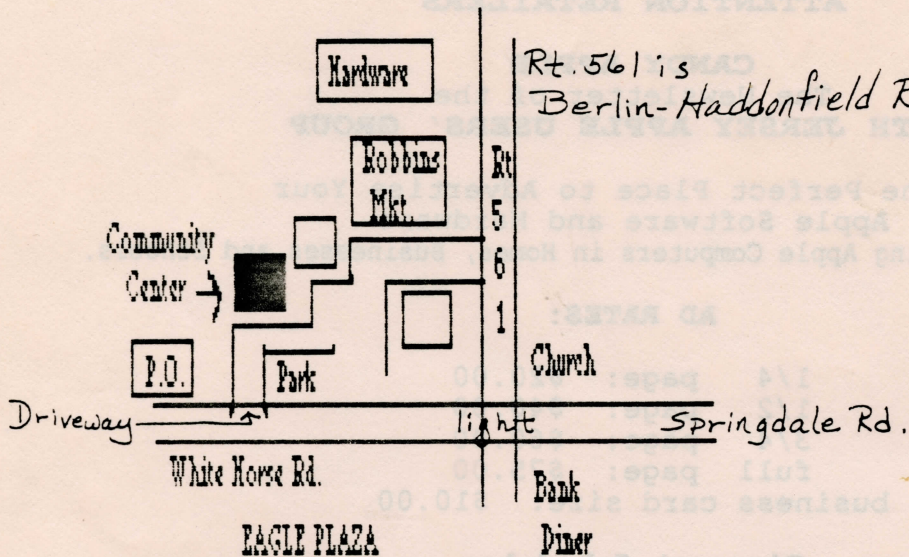
New AppleWorks Sig: Contact Bev Darkatsh for details at 365-5821, Monday through Friday.

COMING IN NOVEMBER:

Board Meeting: November 10th

Main Meeting: November 17th - Demonstration of **AppleWorks 3.0** by a representative from **CLARIS**.

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Mkt.

Rt 561

Community
Center →

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EAGLE PLAZA   Bank   Diner

~ MAP TO MAIN MEETING ~

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   Apple Users Group
P.O. Box 4273
Cherry Hill, NJ 08003

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